

quadsquare::RecomputeError  
AndLighting



```
graph LR; A[quadsquare::Update] --> B[quadsquare::RecomputeErrorAndLighting]
```

A diagram showing a call from `quadsquare::Update` to `quadsquare::RecomputeErrorAndLighting`. The `quadsquare::Update` box is on the right, and the `quadsquare::RecomputeErrorAndLighting` box is on the left. A blue arrow points from the right box to the left box.

quadsquare::Update